

FREE! Complete 36 page player's guide

BATMANTM & ROBINTM



Free! with issue 25 of PlayStation Solutions



BATMAN & ROBIN

B A T G U I D E





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MANAGING EDITOR: Dave Perry **TEXT:** Neil Houghton, Paul Stocks **SUB EDITOR:** Sorcha Fenlon **DESIGN:** Martin Smith

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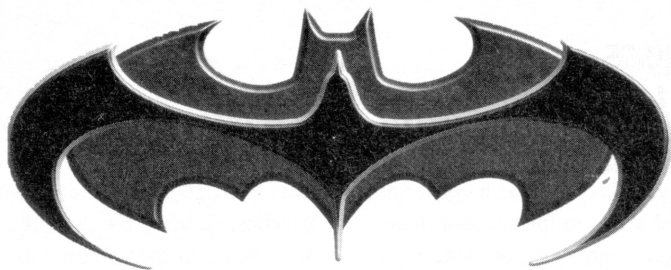
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Introduction

Pull on yer tights and wear your pants on the outside, sling a blanket over your shoulder, say Holy Mackerel a lot and get ready to blam, pow, whack and kazaam your way through Batman and Robin with the aid of the good old Solutions Batguide

BATGUIDE DAY 1

IN THE BATCAVE

When you start the game you'll find yourself stood in the Batcave, here you have everything you need to fight crime in Gotham City. In front of you when you start is the Bat Computer, this is where Batman examines clues or accesses the map of Gotham. You can also save and load games by using the computer.

You can change character by using the dressing chambers and also stock up on your bat weapons. The two caves either side of the computer allow you to restore your health when you need to. Near Batgirl's

dressing room is a training room where you can hone your fighting skills against a hologram opponent. On the other side of the cave to the east is an area to use for target practice. To leave the cave you have to walk up to the vehicle area. When you leave the cave you'll be shown the way to the Museum.

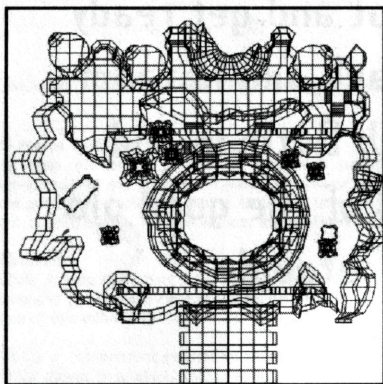
MUSEUM

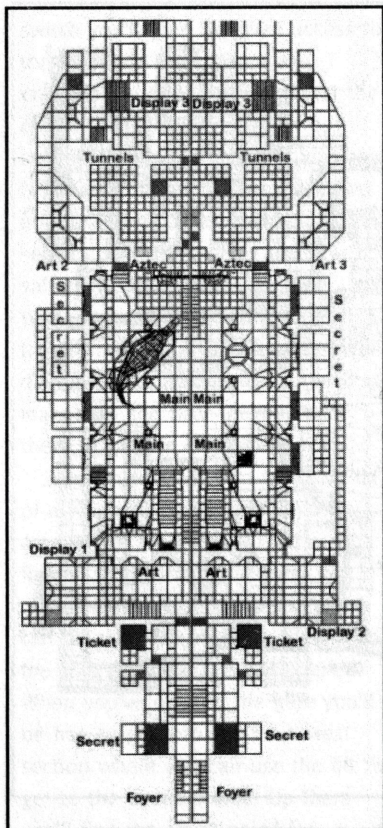
Enemies: Snow Thugs and Mr.Freeze

Objectives: One Large Diamond to collect

When you arrive in the Museum you'll be attacked by a few Snow Thugs, they are pretty weak so give 'em a kicking. Go straight ahead and follow the stairs to find yourself in the main room of the Museum. Here you'll be attacked by a number of thugs after which Mr.Freeze himself will come out from the Aztec Hut. If he appears near the Head statue in the middle then you have taken too long and he's already stealing the Diamond.

The Diamond is protected by a laser barrier. If you take too long then Mr.Freeze will shut down the





barrier and steal the diamond. You need to get to the diamond before Mr. Freeze does but you have to disable the barrier first. Press Do (X) near the Head Podium Statue and

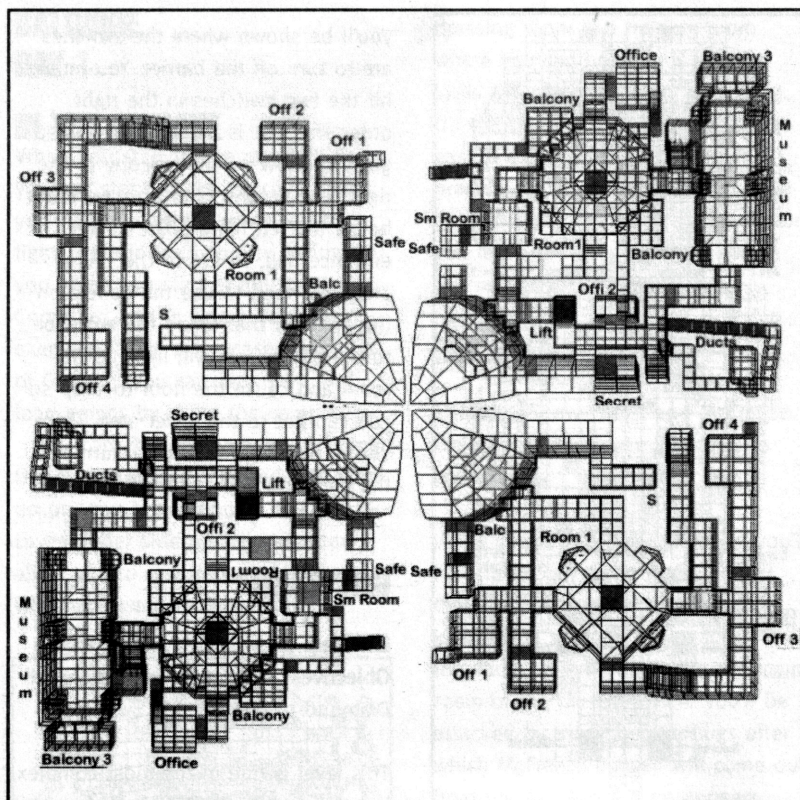
you'll be shown where the switches are to turn off the barrier. You must hit the two switches in the right order, the first is behind the stained glass window on the balcony to the right. The second is in a secret room below the left hand office in the entrance hall. To get to the secret area you need to use the panels on the archway that forms the entrance to the office. This will light up the room and cause the floor to drop so you can get to the lower area. Once you've hit both switches, return to the diamond and collect it.

GLITTERATI

Enemies: Snow Thugs and Mr. Freeze

Objectives: Two Large and One Small Diamond to collect

This level is one of the most complex but the actual objective is fairly simple. When you enter you'll be shown a Red Safe Door and then the Diamond inside. Again you have to get to the diamond before Mr. Freeze does, which involves opening the safe. When the alarm is



sounding you cannot get very far into the level. When the alarm has stopped you can reach the northeast area of the site where you can find the first alarm shut off switch. To get through any locked doors go up to

the door and press Do (X) to see where the switch or control panel is to open the door or gate. You'll find that the four sections of the level are colour coded which will help you. When you get to the first alarm

switch you'll then be given access to the first Safe Door. When you examine the door you'll see that the control panel is in the south east section. To get to the panel you need to disable the alarm from the panel in one of the offices in the Southeast section. Just use the Do action at the safe to see the panel's location. When you get to the safe you'll find that someone has already stolen the diamond. You now need to run to the main area and beat up the enemy there to get the diamond.

You'll now be shown the location of a vault-lift in the gold Southwest area where a small diamond can be found. To get there you must first raise the gate to that section which can be achieved from the room with the safe which you've just opened. When you've opened the gate you'll be free to get into the Southwest section where you can use the lift to get to the upstairs area. Up there you'll find the alarm panel for opening the rest of the gates in this section. If you get the small diamond or take too long then a safe in the main area will open and you'll see Mr.Freeze stealing the diamond from

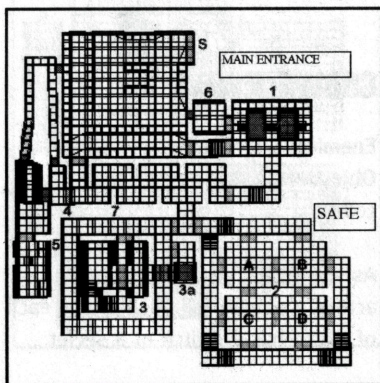
inside. If you're quick enough you can catch up with Mr.Freeze and fight him to get the diamond back, if you don't then he will escape.

WORLD OF RINGS

Enemies: Snow Thugs and Frosty

Objectives: One Small Diamond to collect

When you get inside the main entrance you will find some enemies to fight as long as you're on time. Depending on what time you enter the level then some of the enemies will give you items. Just inside the building are two doors, both of



which are breakable and lead you to the safe where the diamond is kept. If you get to the safe after beating all the thugs in areas 1 and 7 then press Do next to the safe. You will now see a switch down in the basement which opens the safe, make your way to the basement and hit the switch. When you get back to the safe you should find several locked doors. You have to use the Do buttons at the doors in the correct order to get the diamond. You should see a slight flickering light which shows you which door to go to each time. If you get the order wrong then you'll have to fight Frosty to get the diamond from him. Also if you take too long then you will either fight Frosty or lose the diamond completely.

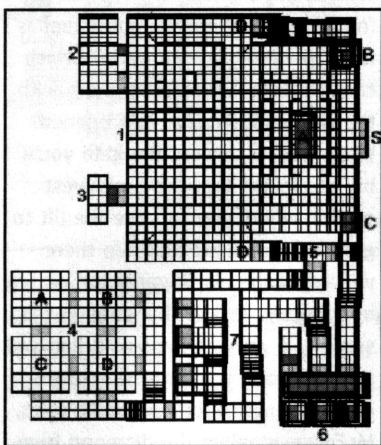
CROWN JEWELS

Enemies: Snow Thugs and Frosty

Objectives: One Small Diamond to collect

As you enter the area you come across a number of small rooms each of which has a switch or a secret

pick-up. You'll also encounter some Snow Thugs coming out of the rooms or from other parts of the area. You need to find at least four switches in order to get the diamond. Two of these can be found in the small rooms near the entrance. Follow the map to reach area Five and you'll find two doors which can be broken down. One door will take you to area Six and a lift puzzle whereas the other will take you to area Seven and the safe. In these areas are three more switches which are required to open the safe. When you've defeated all the Thugs in these two areas and



hit all of the five switches then you can head up to the safe to collect the diamond and get the clues in rooms A and B.

From area Seven follow the path until you come across the collapsing floor, use the Jet Boots to get across. If you're not quick enough fight Frosty to get the diamond or lose it completely.

GOLD AND WONDER

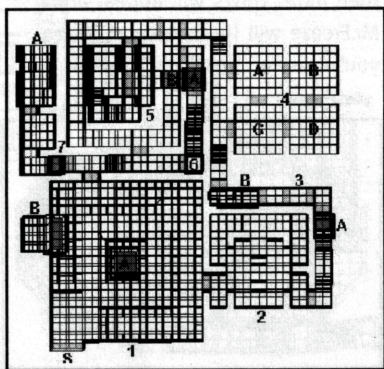
Enemies: Snow Thugs and Frosty

Objectives: One Small Diamond to collect

As you enter there are two enemies who, depending on time, will give you either health or a clue to pick up. The two doors near the main entrance can be destroyed by either a combo hit or with a bomb. Go through the door directly opposite the main door and follow the route to the basement, area Five, defeating the enemies along the way. You will now find a switch here which opens the first safe door. Return to the main door and go through the other door to reach area 2. This is like a

small maze with lots of thugs to give a drubbin', each giving a handy pick-up. Keep going until you make it to area 3 which is a room with crates. You need to jump across the tops of these crates in order to reach the first safe door.

The second safe door has coloured panels around it, you need to change all the panels to the same colour to unlock the door, use Do to open it. Do the same with the next door. The third door is the same but once you get the panels and you press Do, the lock colour changes to Blue. You now need to change the panels so that they are all blue to unlock the final door. Inside you'll be able to get hold of the Diamond.

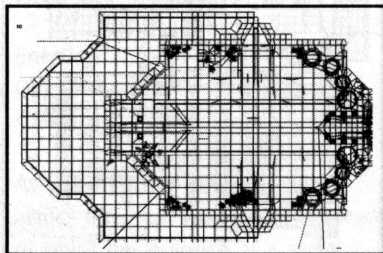


BOTANICAL GARDENS

Enemies: Snow Thugs, Frosty and Mr.Freeze

Objectives: One Large Diamond

To open the garden doors beat up all the enemies you'll find at the start. When you get into the gardens you need to collect as many power-ups and weapons as possible by defeating the numerous enemies around. Take care as to avoid the ice on the floor and the Icicle Bombs which explode when you get close to them. Frosty will appear and try to steal the Diamond. If you're quick you can catch him and fight him to get the diamond. If you beat him then more Thugs will appear and Mr.Freeze will try to escape. When you've duffed up all the bad guys



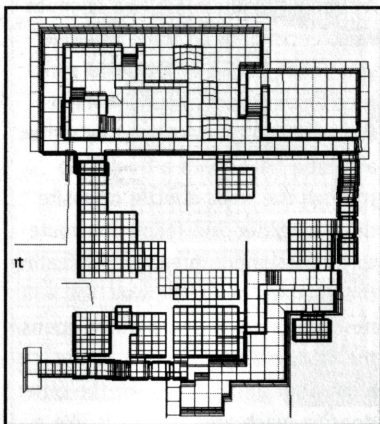
you'll see Mr.Freeze making a run for it through the dragon's mouth onto the Freeze Chase.

BATGUIDE DAY 2

POLICE HEADQUARTERS

Enemies: Broomen, Bane and Ivy

At the start of the level you'll find a corridor with three rooms. The first two rooms are small and contain pick-ups and possibly some enemies. The last room takes you outside and to the Batlite. You have to get to the roof



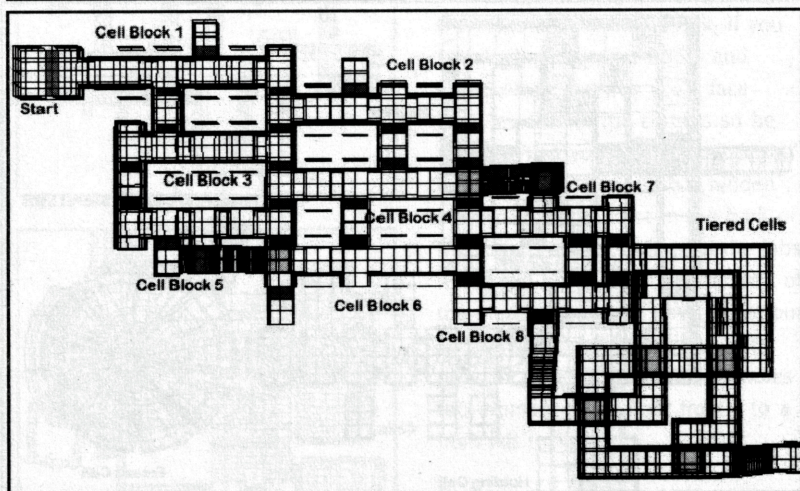
and give Bane and Ivy a good smacking before they destroy the Batlite. When you get onto the balcony after beating the Broomen in the three rooms you'll find a door on the far left. You need to find a key to open the door, using the Do action at the door you'll be shown the key's location. When you get the key you need to return to the balcony, either use the Jet Boots or smash the glass wall opposite the locked door. When you get on to the roof you'll be attacked by a load of enemies preventing you getting to Bane and Ivy. Kill off the

Broomen to get to the duo. If you manage to beat Bane and Ivy then you'll have saved the Batlite and the Break-in time will not be reduced.

ARKHAM ASYLUM

Enemies: Strait Jacket, Face Mask, Broom Man and Poison Ivy

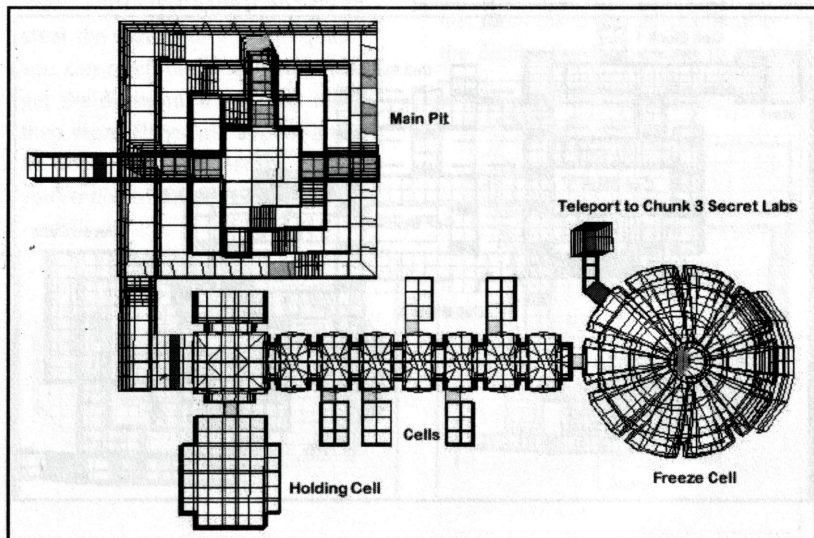
As you enter you'll discover that Arkham is just a maze of hallways. To get through the halls you must take the correct route or the security



barriers will drop down. If this happens you can only return to the start of the level where there is a cog and chain which can be used to reset the system. To find the right route to take look at the floor and you should see a worn path (slightly different colour), follow this to get to the other side of the area. You can now reach the Upstairs Downstairs puzzle, oooh.

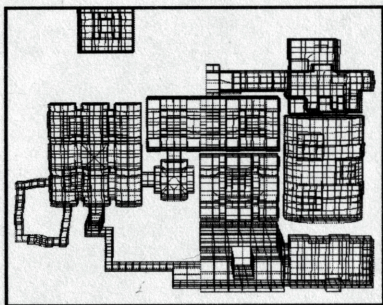
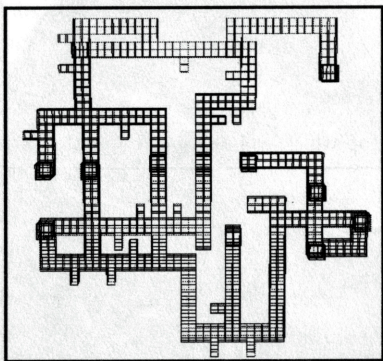
You need to make your way along the upstairs path watching out for the collapsing floors otherwise you'll end up on the lower floor. Take your time to spot the collapsible floors so

that you don't fall or jump at the last minute to get across. When you get through you'll reach the Inverted Ziggurat. Climb the stairs and you'll come across a Face Mask at each turn. At the top you need to run quickly otherwise you'll be pushed off by sliding blocks. If you do get pushed off then you need to reset the blocks as you climb back up. There are switches hidden in the walls at certain points on the route up which allow you to do this. Two of the switches turn on the fan at the top which will also push you off, so



make sure you turn them off before making another attempt.

When you make it across you'll find yourself in Mr. Freeze's cell, you need to head off to the guard room to find five switches. These switches open the cell doors, one of which is Mr. Freeze's. When you enter Mr. Freeze's cell you should find Ivy if she's still there.



IVY'S LAB

Enemies: Heap Zombie, Camouflage Zombie, Tarantula

You start off the level in the greenhouse, to get through the doors just give 'em a kick in the corner where the lock is. Watch out for the Spiders which drop down from above and the piles of vegetation outside. Heap Zombies will appear from the piles and attack you. Make your way through the level and you'll find yourself in the Hedge Maze. You need to make your way to the centre of the maze and to an old oak, if you get stuck use the Jet Boots and cheat! Along the way you'll face Zombies around the corners so be aware. When you reach the Oak you'll find a lift inside to reach a hidden bonus. Press the knot in the bark of the tree to unlock a door to the labs which can be found at the far end of the maze. Make your way to the four doors which lead to the labs with puzzles, pickups and a few Zombies too. Number these door from 1 to 4 from left to right.

Door 1. You'll come across a long



hallway with lots of pitfalls, the switches to reset the lifts are hidden so you'll need to look for what seems like bricks sticking out of the wall.

At the end you'll find a bonus on an altar which releases Zombies to attack you, ggggreat!!

Door 2. Here you come across a large network of hallways and laboratories. Here you'll find Ivy's labs, most items are hidden so look carefully.

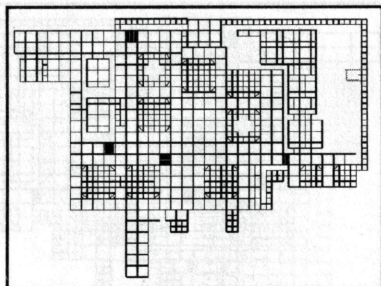
Door 3. You should find a room with a bonus in the middle, if you try to pick this up you'll be attacked by two Zombies, so don't....

Door 4. Within this area there are long drops with equally long stairways to get back up. The Exits are hidden, they look just like the walls which makes them tough to find.

GOTHAM WATER

Enemies: Branch, Heap Zombie, Tarantula, Bane

Objectives: Collect the Venom Component and the Antidote Component.



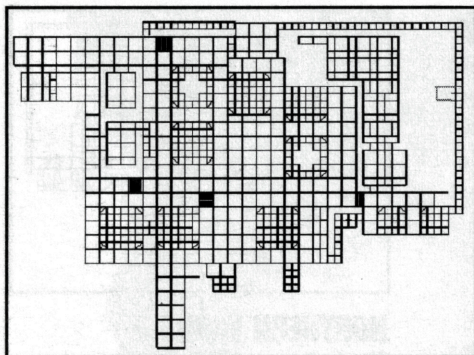
NORTHERN YARDS

The first camera will show you the main objectives on this level: Find Bane who has the Venom Component, then the Antidote Component. These are both located in the Southern Yards.

Enter the reception area and go through the doors dead ahead, they will explode as you near them, then head straight up the stairs into the Control Room to open the doors to the southern yards. One of the switches for the sluice gates is in the sewage pool, this is accessed by the sewage vat in the Northern yard.

If you don't want to take damage in the blast of the doors, you can crawl through the duct near the doors or in the second duct in the toilets.

When the control room switch is



thrown it opens the doors to the Southern Yard, the entrance is located in the Southwest of the Northern Yard.

SOUTHERN YARDS

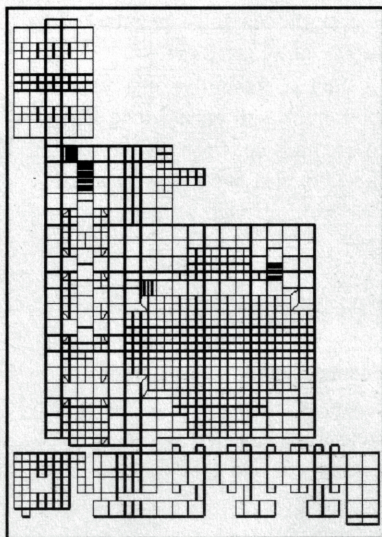
If you enter through the doors, you have to jump over three rivers of sewage, however if you come in through an underwater route you can submerge into another network of sluices, these lead to a few secret rooms and then into the main watery area.

In the Southern Yard there are several vats and walkways, simply head south until you meet Bane, kill him, when you do you will get the Venom Component.

There is an archway just south of where you meet Bane, this leads to a crusher. The Antidote Component should be clear to see, it should also be clear that this is a trap.

The second you grab the jar the doors slam down and the spiked crusher descends slowly, the only way out is to find the spot where the floor will not take your weight.

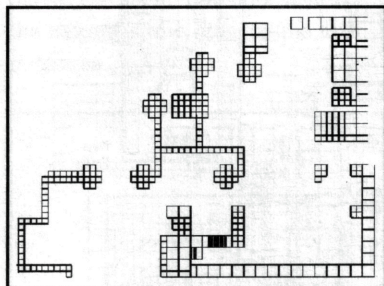
The exit is found by solving the



puzzle of the crushers, taking care not to take damage. There are several switches you have to turn on in order to exit, look into the light to receive a clue.

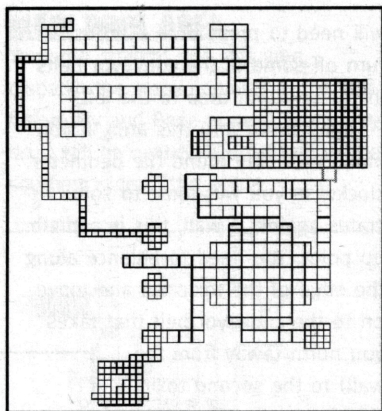
UNDERWATER NORTH

Submerge yourself in any of the vats or accessible pools to find these areas, these are purely designed for fun and do not interfere with any of the mission objectives.



UNDERWATER SOUTH

Submerge yourself in any of the vats or sewage rivers to find these areas, they are once again for fun only and do not impede your progress through the level.



AXIS

Enemies: Heap Zombie, Tarantula, Bane, Mr Freeze.

Objectives: Collect the Antidote Component and the Venom Component.

Head straight up towards the back of the room, deviating slightly to the right as you go up the stairs, it then straightens up and then heads to the right again. Then head down the stairs and you will come to a set of control panels, watch out above you, there is a tarantula above them. You

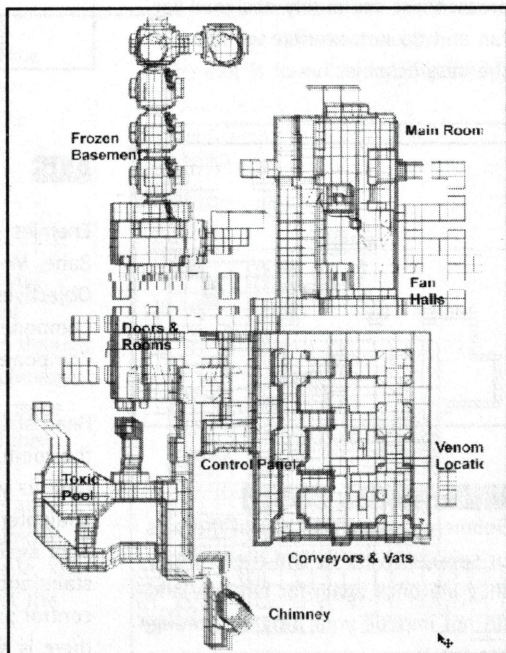
will need to press both buttons to turn off some of the conveyor belts in the toxic vat area to the left.

Jump down into this area, if you make your way round the perimeter clockwise you will come to some crates against a wall, this is a climb up point. You need to balance along the edge of the toxic vat and move on to the conveyor belt that takes you north (away from the wall) to the second toxic vat. Submerge yourself in the toxic vat and take the topmost passage, it will lead you beneath another toxic pool, emerging here you will find the Antidote component. There is also a switch here, it turns off the current that prevents you from entering a secret room off of the maze of sluices.

Going back the same way, you will need to balance and climb along the conveyors and vat edges until you are able to get to the vat across from the walkways (use your

jetboots if you have them).

Once back at the control panels, (facing them) take the stairs to the right and follow the hall south until you meet Bane. After defeating him Bane provides the Jetboots necessary to get up to the edge of the chimney at the far south end of the hall, jump down into this (use your glide or fall to your death) and you will find



yourself in a frozen industrial basement where Mr Freeze and the Venom component (and an alternative exit) await.

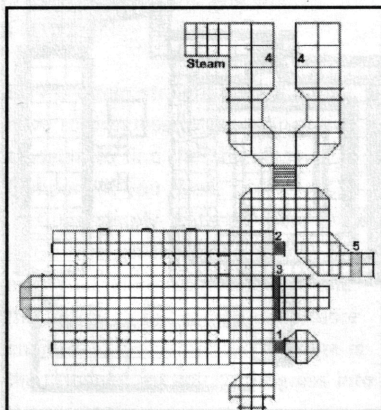
BLOSSOM ST, BATHS

Enemies: Branch, Bane, Ivy.

This is the level where you finally fight and kill Ivy and Bane.

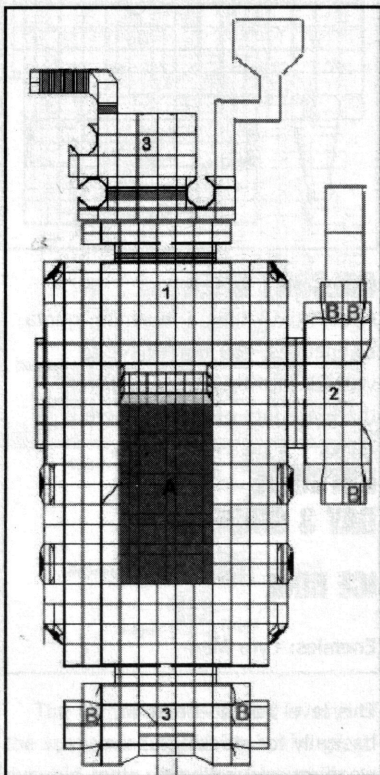
ENTRANCE

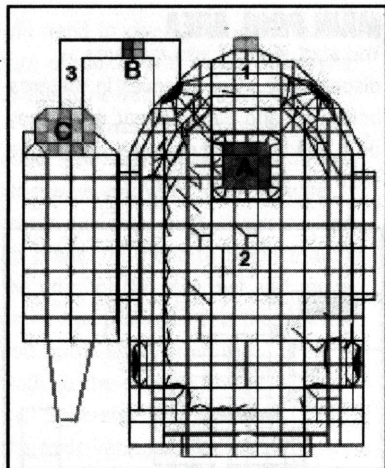
You can only get past the entrance during the alarm, one door leads to the balconies, the other to the main pool area.



MAIN POOL AREA

You start straight into this area, dispatch the many enemies in the area before Ivy and Bane appear, when they do it will be near Ivy's petal bed at the southern side of the pool.





BALCONY AREA

Apart from killing a minimum quota of enemies, you don't have to venture into this area, however there are lots of pickups here.

BATGUIDE DAY 3 GUIDE

ICE RINK

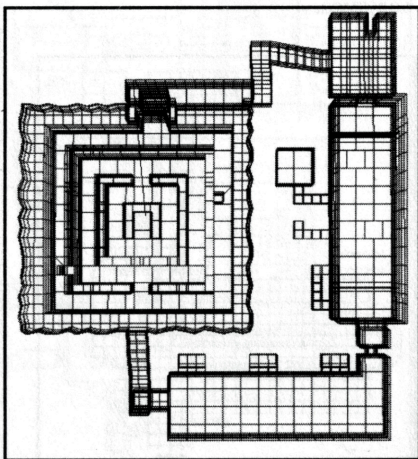
Enemies: Cyro Men

This level has no break in, it's basically for stocking up on weapons and collecting clue

pickups, although there are lots of enemies.

If you go up the slope and follow it around you will get to the maze, the maze has frozen ice blocks that you can destroy with a missile. In order to get to the top of the roof you will have to get to the middle of the maze. When you get to the middle and collect the clue pickup a camera will show the player where the exit on the roof is.

To get to the roof use the ice blocks to jump across, if you have destroyed all the ice blocks you will have to use your jet boots.



If you follow the path around you will get a force field barrier blocking your path (touching the barrier will cost energy), there will also be a lift, but the lift will not activate until you step on to it. Once the lift is activated you will be able to jump over the force field barrier and go back to the start point. If you fail to make it across there is a secret passage that will lead you back to the first lift.

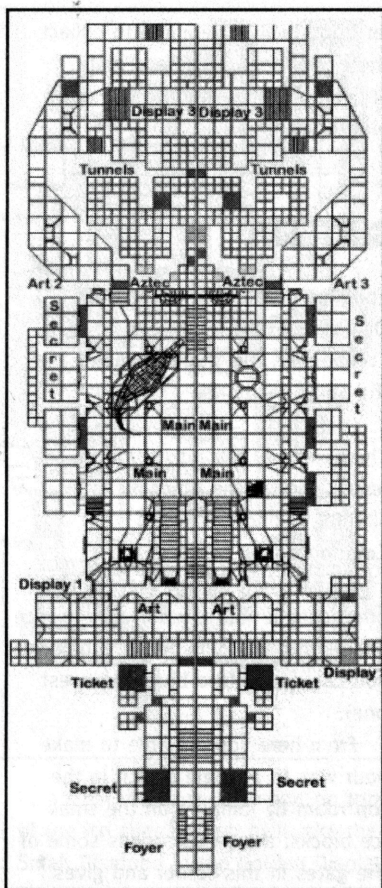
MUSEUM

Enemies: Snow Thugs, Hockeymen.

Objectives: Find the Shield Component

Play is again straightforward, you have to progress to the rear of the museum to find the Shield Component you need.

Quite simply that's all there is to it. Go through the museum into the main hall, kill enough enemies and the locked doors will open so more enemies can emerge; the passage is then opened for you to progress into the rear area.



The component is stored in one of the suspended balconies in the great pyramid room, good jumping skills or

jet boots will be required to collect the component, but then Frosty appears and you will have to fight him to escape.

GLITTERATI

Enemies: Mr Freeze, Hockeymen

Objectives: Find the Shield Component, the Large Diamond and the Small Diamond.

This is one of the most difficult levels, though the objective is simple: to find the Shield Component.

All gates are down, there is only one possible route, jump onto the ice shards into the only possible balcony you can get to (the blue Northwest one).

From here you are able to make your way to a single switch in the top room by jumping on the small ice blocks, the switch opens some of the gates in this corner and gives access to the safe beyond the gates in the main room.

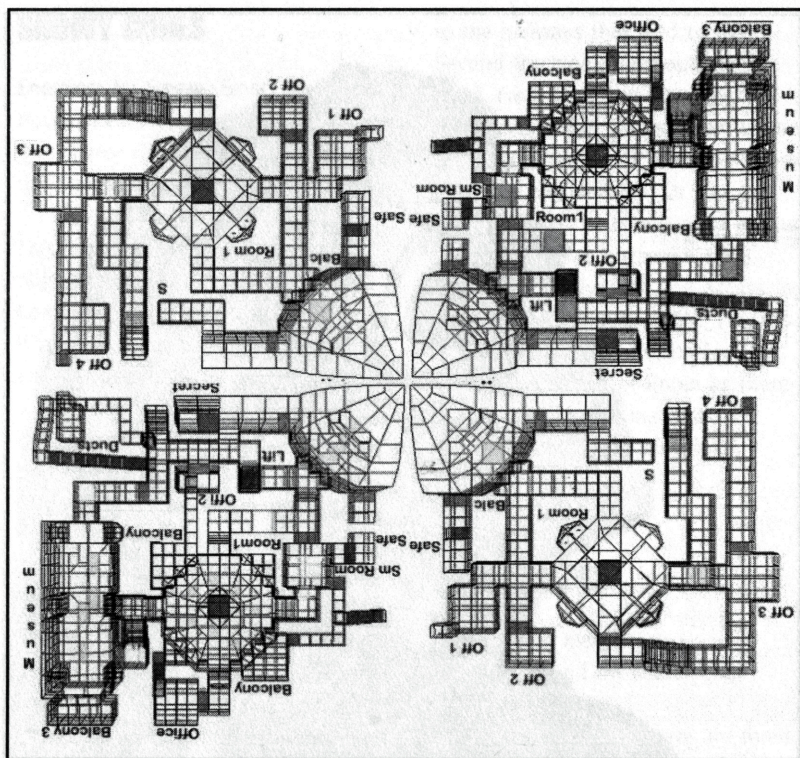
Break the vent and you will be able to crawl into the south west

museum room; you will need to jump across the cupboards beyond the ice blocks. If you do not you will have to flip the switch that opens the gate back into the Northwest area so you can regain access via the same duct as before.

Once past the ice blocks in the Southwest (gold) Museum area, you can make your way up into the display room. A duct on the lower balcony gives access to the small office where the switch is for some of the other gates in this area. A duct on the upper balcony gains access to a lower office where more switches for lights and gates exist and the second duct on the other higher balcony provides access to the Southeast section (green).

If you prefer you can attempt to cross the ice shards that divide the main room to obtain access to the Northeast area (red). The Large Diamond is located on top of these ice shards. If you are not fast enough Frosty will beat you to it!

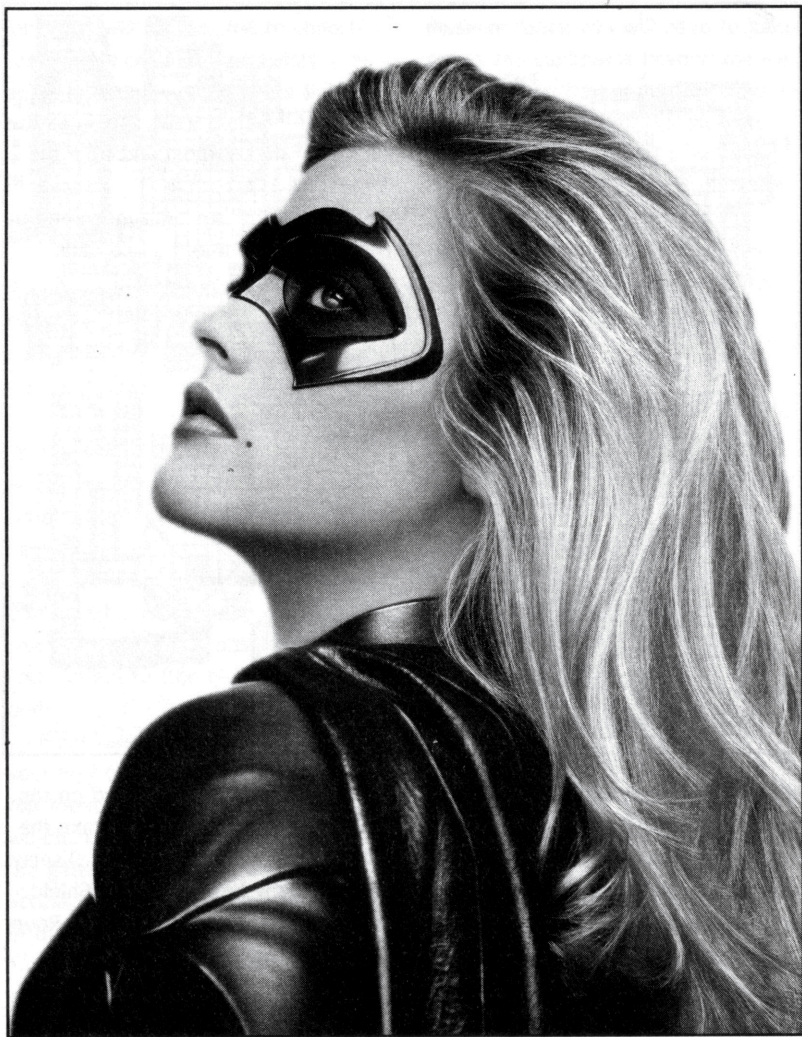
Either way you will need to get to the Southwest area at some point to open the gates via the switch in that office and then work your way to the



duct in the upper rooms. This leads to the Northeast (red) Museum area where more switches allow more access into that area.

The reason you have to open all these areas is that soon into the level, Frosty begins to appear. First

he'll steal the Large Diamond on top of the ice shards, then he'll take the Small Diamond in the Golden Display Room. Lastly he'll go for the Shield Components in the Red Display Room and then the safe.



SNOWY CONES

Enemies: Mr Freeze, Frosty, Hockeymen

Objectives: Find the Radar Disk and the Shield Component.

This is another difficult level, the objectives are to find the last Shield Component, the last Radar Disk and if you are lucky, to locate Mrs Freeze and her pendant.

Entering via the garage, you must defeat a given number of baddies in both the garage and the main room to gain access to the second lift to the freezer area. This is done via the computer control panel in the main area (which lights up when the right number of enemies are killed).

Inside the freezer area is the freezer where one of the crates contains the key to allow you into the upper balcony of the main area, where Frosty awaits. However, the entrance to the freezer is also by the computer control panel, also in the main room.

Once past the upper balcony and Frosty, you gain access to the first packing room (Southwest on the map) and from there you gain access

to the hallways that lead to the Second Machine (Mid South on the map). From here you can either go through the third freezer room to the second packing room and from there enter the Big Machine. Or you can actually enter the conveyor to end up at the beginning of the Ice Halls.

Either way you can find access to the fake freezer outside Mrs Freeze's room, where Freeze awaits (you will have to be Batgirl or Robin as there is a duct involved). Inside Mrs Freeze's room is the Snowflake Pendant.

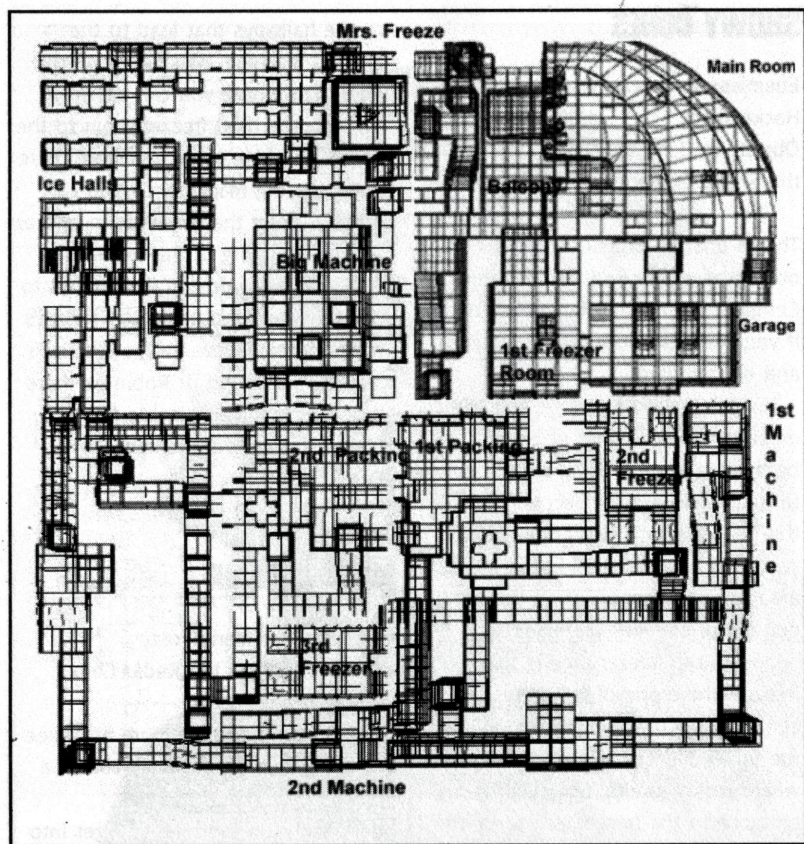
ROM-A-RAMA

Enemies: Ice Men, Frosty

Objectives: Find the Radar Chip

In the main entrance there are three or four enemies; you may collect a pickup from these enemies depending on the time you get into the level.

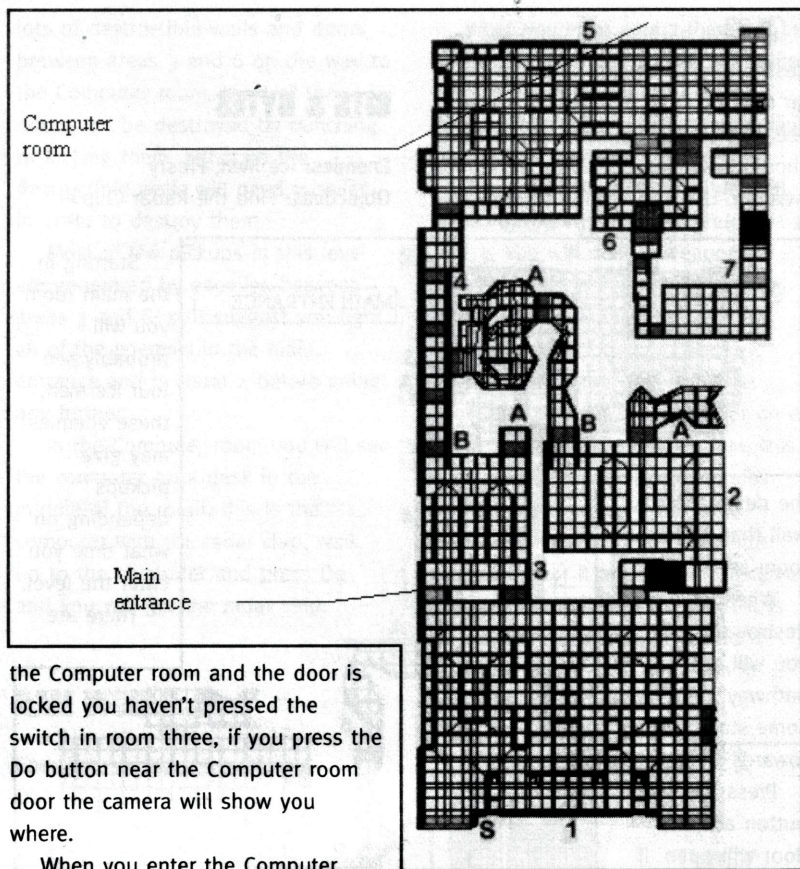
There is also a switch that will open a door to room three. In room three there are two destructible walls, one leads to a small room with some



pickups, the other leads towards area four and room five. Area four is basically a long path filled with destructible walls, if you've collected all the pickups in rooms two and

three you should have enough weapons to get through to room five.

Room five will be loaded with enemies coming from the Computer room and room seven. If you get to



the Computer room and the door is locked you haven't pressed the switch in room three, if you press the Do button near the Computer room door the camera will show you where.

When you enter the Computer room you will see the computer on a desk, press Do near the computer and you will receive the Radar chip.

If Frosty is in room seven,

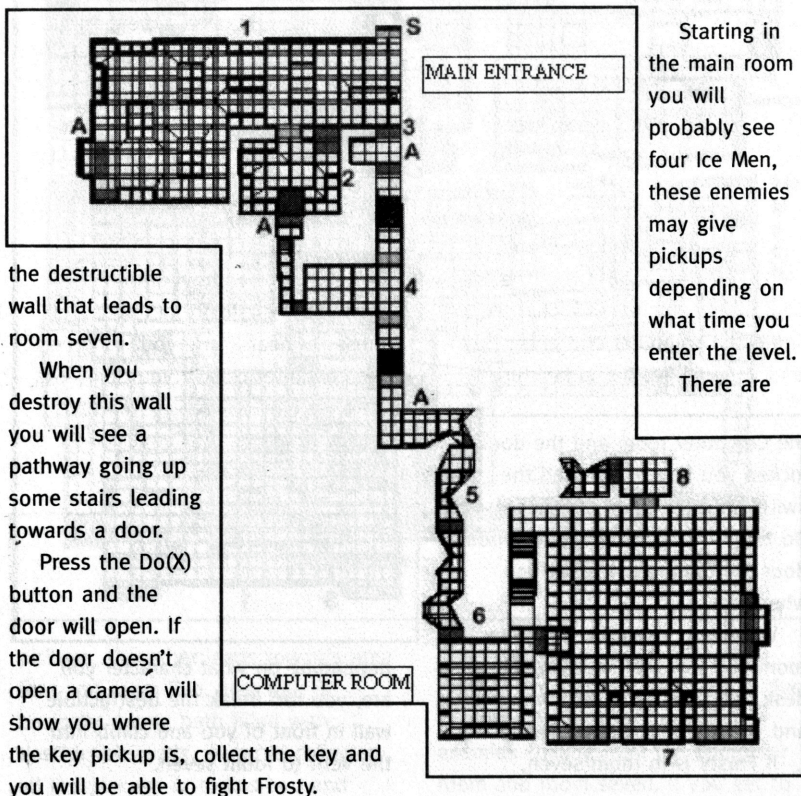
depending on what character you are, you can break the destructible wall in front of you and climb into the vent to room seven.

If you're Batman you will have to destroy the destructible wall on the far right of room five, where you will see a small alcove-like room; there should be a clue pickup or a weapon. Use the weapon to destroy

BITS & BYTES

Enemies: Ice Men, Frosty

Objectives: Find the Radar Chip



lots of destructible walls and doors between areas 3 and 6 on the way to the Computer room, most of the doors can be destroyed by punching or kicking them, although the destructible walls will need missiles in order to destroy them.

Most of the pickups in this level are generated by enemies between areas 3 and 6, so I suggest you fight all of the enemies in the main entrance and in room 2 before going any further.

In the Computer room you will see the computer on a desk in the middle of the room, this is the computer with the radar chip, walk up to the computer and press Do and you will get the radar chip.

RAM WORLD

Enemies: Ice Men, Frosty

Objectives: Find the Computer Chip.

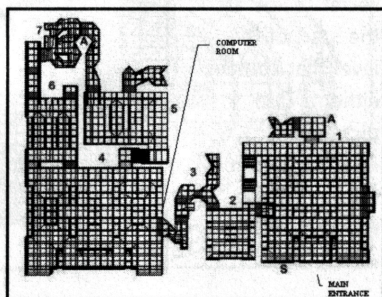
Starting in the main entrance there are two boxes and about three enemies, there are also some destructible shelves, boxes and a switch leading to room 1a.

When you enter area 2 there will be a few more enemies coming from other areas of the map. You may receive pickups from these enemies depending on the time you enter the level.

There may be a destructible wall blocking the entrance between area 2 and 3. You will need a weapon in order to get past once you destroy all the walls, until you get to the computer room.

When you enter the computer room you will see the computer on a table in the middle of the room, this room will be loaded with enemies coming from rooms 5 and 6.

If you make it to the computer press Do near it and you will receive the computer chip. If you don't it is because Frosty has beat you to it and you will have to fight him in order to get it back.



OBSERVATORY GAMEPLAY AREA 1

Enemies: Cryo Men, Bane, Mr Freeze

This is the last level of the game so once you enter you will not be able to exit. Note: if you don't get there in time you will lose the game.

At the start of this level you will see Mr Freeze surrounded by Cryo men. In order to get through the gates on the right you will have to beat Mr Freeze. When he is beaten he will disappear to area 4 and the gate doors will open.

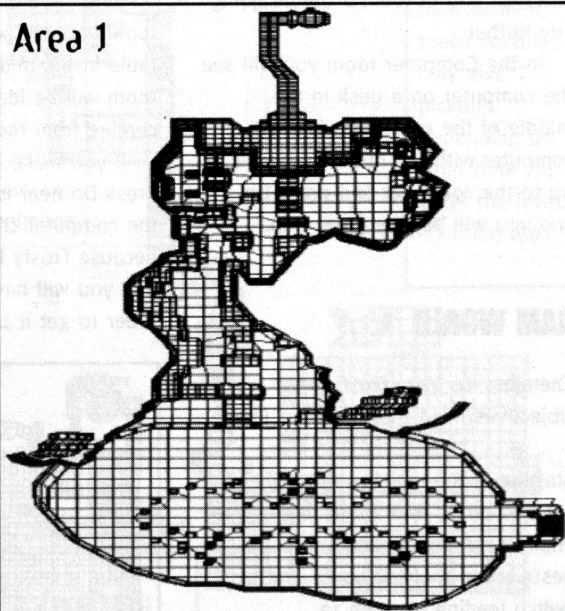
There are two secret rooms at the start of the level that contain either a clue pickup or a weapon, both of the rooms are blocked off by rocks, these

objects can be destroyed by missiles.

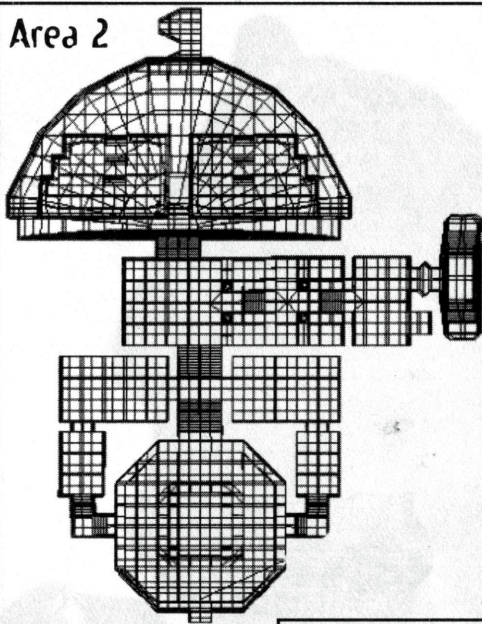
When you go through the gates you will see several bridges. Note: some of these bridges will crumble to the ground before you approach them, and if you fall off the side you will die.

If you get to the end of area one and the door doesn't open, it's because you haven't defeated all the enemies surrounding you. Once you go

Area 1



Area 2



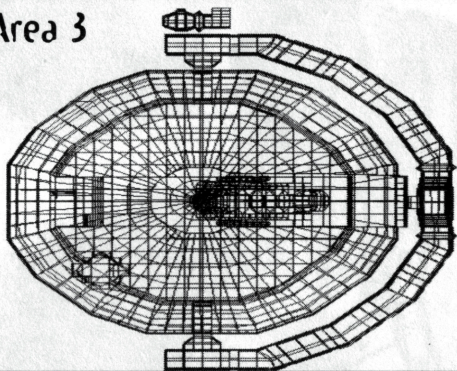
give you a secret pickup or some kind of weapon. When you turn right you will see two doors, one when destroyed will have some pickups and the other is for entrance for area 3. Both of these doors can be destroyed by either a combo hit or missiles.

Once in area 3 you will be able to fight Mr Freeze. If you fight him as soon as you enter the main area and beat him successfully, forcing him to run away, he will return at the end when you have defeated all the enemies for the final fight.

through the doors there will be a switch on the far left, this switch will activate the lift and take you to area 2.

To get to area 3 go straight forward up the stairs and take the second right, there will be quite a lot of enemies around here, some may

Area 3







PlayStation

SOLUTIONS

Mr. Freeze is on the loose, and along with Poison Ivy and the rest of his gang he is stealing Gotham City's valuable diamonds in order to power up his patented freeze suit.

As the Caped Crusader only you can stop him!

In this 36 page book, the UK's number one solutions team will show you how to use the many gadgets and vehicles available to you in order to discover the "cold one's" next crime scene and get there before he does. An in-depth guide to the many locations, secrets and hidden areas which you'll need to discover in order to save Gotham from Mr. Freeze, this book may be all that stands between law and order on the streets of America's darkest city.

